* Main character Milo
* Milo rushes everything in life
* Comes back to room after school finished
* Milo very bored
* Big mysterious box appears in room
* Says: for Milo, the person with all of the time in the world
* Milo opens box
* Contains parts and instructions
* Milo builds package
* Package is tollbooth
* Tollbooth has map and rulebook
* Map of weird country (does not exist on earth)
* Milo gets in motorized toy car
* Drives into tollbooth
* Says he wants to go to a place on the map
* Appears in a different place than before
* Drives down small path until sign catches his eye
* The sign says the odd place he is in is called The Land of Expectations
* Milo continues down the road until he finds a small man
* The man introduces himself as the “Whether” man
* He explains about where Milo is
* He says that this is the place you end up in before you go anywhere else (sort of refers to your expectations of where you are going)
* Milo is confused about the man because Milo thinks the man is the “weather” man
* He then explains again that he is the “whether” man
* Milo then drives off because the conversation with the man is getting nowhere
* He then takes a wrong turn because he was not paying attention
* Milo ends up in a place called Dolldrums
* Everything in place is dull and boring (almost everything is grey)
* Milo then discovers some very small people called the Lethargarians
* Lethargarians take the color of whatever they’re on
* Not allowed to think, smile or laugh in Dolldrums (Milo learns this from rulebook)
* You are only allowed to do nothing in Dolldrums
* Lethargarians mention a creature called the watchdog
* Seconds later, the watchdog comes running at Milo
* The watchdog is a very large dog with the body of an alarm clock
* Watchdog introduces himself after he calms down
* Name is Tock
* Tock decides to come with Milo and help him
* Milo and Tock get out of Dolldrums by thinking to make the car move (makes sense because Milo got into Dolldrums by not thinking/paying attention)
* Milo and Tock drive to a place called Dictionopolis (where Milo wanted to go in the first place)
* Dictionopolis is a huge fortress with a city inside
* On the way to Dictionopolis, Tock explains to Milo why time is important
* Milo decides to talk to the gatemen
* The gatemen explains that Dictionopolis is located in the foothills of confusion and is caressed by gentle breezes from the sea of knowledge
* Gatemen explains “by Royal decree today is market day.”
* He also explains that you must have a reason why you are here to enter the kingdom
* Milo says he has no idea what his reason is, so the gatemen lends him a reason from an old, tattered suitcase
* Milo and Tock enter into a huge market full of people called the Word Market
* Milo and Tock are greeted by The Duke of Definition, The Minister of Meaning, The Earl of Essence, The Count of Connotation, and The Undersecretary of Understanding
* Men explain that they are the advisers of King Azaz
* The men always use different words that mean the same thing
* The men disappear within seconds into the huge crowd
* Milo and Tock wander around through the Market
* They end up bumping into two characters named the Humbug and the Spelling Bee (Spelling Bee always spells words out, Humbug is a coward and almost never gets anything right)
* The Humbug and the spelling bee get into a scuffle
* End up knocking down Milo who knocks down almost all tables and stands
* Officer shrift comes over to see what is the matter
* Humbug blames Milo
* Milo and Tock sentenced to six million years in prison
* They meet the “Which” in their prison cell
* Old woman explains that people think she is the “witch” and not the “which”
* Her old job as the “which” meant she was the person who chose which words people would use
* She was imprisoned because she got greedy and kept all words to herself
* Old lady tells story of a king having 2 boys (Azaz/Mathemagican)
* King regretted not having daughter
* King found 2 little babies in garden
* Raised daughters
* Named them Rhyme and Reason
* Rhyme and Reason settled all disputes after King died (brothers separated from each other forged own kingdoms)
* Brothers jealous, banish Rhyme and Reason (end of story)
* Milo wonders if they could rescue them
* Milo finds out that shrift likes to put people in prison, but doesn’t care about keeping them
* Milo released
* Again greeted by The Duke of Definition, The Minister of Meaning, The Earl of Essence, The Count of Connotation, and The Undersecretary of Understanding (use different words with same meaning)
* Milo and Tock rushed off to royal banquet
* Meet king Azaz (fat and somewhat tall)
* Required to give a speech (literally eat your own words from speech)
* Also have half-baked ideas (the moon is made of cheese; the earth is flat, etc.)
* Everyone but Milo, Tock and Humbug leave to go to dinner
* Humbug explains what Milo would have to do to get Rhyme/Reason back to kingdom
* King volunteers Milo, Tock and Humbug to make the journey for him
* King gives Milo box full of words
* Milo and company set off for Digitopolis to have brother of Azaz also allow Rhyme/reason to return
* Meet Alec Bings
* Alec starts in mid air and grows down to ground as he ages
* Alec talks about how it always depends on how you look at things (ex: you think desert is pretty, someone else does not)
* Milo learns he can grow like Alec if thinks about how an adult sees things
* Milo and company follow Alec into woods
* Milo finds town with people always looking down at their feet because it is quicker than looking at surroundings
* Turns out that the reason no buildings are in town is because they went invisible because people were not looking at them (no one notices buildings are missing)
* Milo discovers that things will go back to normal only when Rhyme and Reason return
* Alec leads them to orchestra with no sound
* Orchestra is responsible for all color in world
* Conductor asks Milo to watch orchestra while conductor sleeps
* Milo must wake conductor up at 5:23
* Milo thinks he can conduct himself
* Things get out of control
* Milo stops orchestra and wakes up conductor
* Conductor has no Idea what happened
* Alec gives Milo small telescope as parting gift
* Milo and company continue on until finding circus wagon
* Inside live Dr. Dischord, Doctor of Dissonance
* Responsible for all bad sounds in the world
* Dr. Dischord owns blue smoke named DYNNE
* Milo and company moved to valley of sound (no sound)
* Milo helps people get sound back from sound keeper (sound keeper holding sound hostage)
* Milo and company drive out of the valley of sound
* Humbug says nothing will go wrong now (he jumped to a conclusion)
* Humbug immediately flies to mysteriously beautiful island (Tock and Milo do not notice)
* Tock and then Milo also jump to a conclusion of their own, then fly to same island
* Milo and company find out Island called Conclusions, and they jumped to a conclusion, so they jumped to Conclusions
* Swim back to car and drive off
* They find a sign pointing 3 ways to Digitopolis with the distance different units of measurement
* Not knowing where to go, a mysterious figure pops out called the Dodecahedron
* Dodecahedron helps Milo and company figure out which way is shortest (if a small car carrying three people at thirty miles per hour for ten minutes along a road five miles long at 11:35 in the morning starts at the same time as three people who have been travelling in a small automobile at 20 miles per hour for 15 minutes on another road exactly twice as long as one half the distance as the other, while a dog, a bug, and a boy travel an equal distance in the same time or the same distance in an equal time along a third road in mid-October, then which one arrives first and which is the best way to go?)
* Milo and Humbug not able to solve problem
* Tock solves problem as all three roads arrive at exactly the same time
* No roads are the correct road
* Correct road appears
* Dodecahedron comes with Milo and company to a mine outside Digitopolis
* Mine is numbers mine
* Meet Mathemagican in mine (they eat subtraction stew which makes you even hungrier then when you started)
* Milo and company end up in the office of Mathemagican (workshop full of angles and mathematical equations)
* Mathemagican show them magic trick of making something disappear (4+9-2x1 6+13x6-6 7+8x2-3+2 6-13 4+37+2-5=0)
* Mathemagican show Milo there is no largest number, but numbers are endless
* Mathemagican shows Milo a line and staircase that go on forever, but lead to a place called Infinity
* One staircase, Milo meets .58 of a boy
* Rest of boys family normal
* Mathemagican says that the only thing that you can do easily is be wrong (which is not worth the effort)
* Mathemagican wants Rhyme and Reason to return, but will not agree because his brother, Azaz, agrees to let Rhyme and Reason return
* Milo tricks Mathemagican into agreeing
* Mathemagican gives Milo a magic staff like his own
* Milo and company set off for a place called Ignorance where Rhyme and Reason are
* They encounter demons as soon as they are in Ignorance (demon of petty tasks and worthless jobs, the ogre of wasted effort and monster of Habit tricks them into doing worthless tasks for him)
* Milo uses telescope that Alec gave him to see what things truly are
* Almost eaten by a giant
* Milo and company make it to staircase leading to castle in the sky (where Rhyme and Reason are being held)
* Staircase blocked by Census taker who wastes their time meanwhile they are being chased by Demons
* Get past Census taker and up to castle
* Demons knock down staircase
* Castle starts to drift away
* Milo and company rescue Rhyme and Reason
* Tock flies everyone down to the ground (because time flies)
* Milo and company run from demons (princesses still on Tocks back)
* Milo and company escape because of the combined army of Azaz and the Mathemagican scare off the Demons
* Huge celebration for the return of Rhyme and Reason
* Declared holiday
* Milo says goodbye to everyone and headed home
* Tollbooth appears again and Milo drives into it
* Milo returns home
* Milo rushes home from school the next day
* Tollbooth not there
* Note was left that says: Dear Milo, you have completed your trip, courtesy of the Phantom Tollbooth. We trust that everything has been satisfactory, and hope you understand why we had to come and collect it. You see, there so many other girls and boys waiting to use it, too. It’s true that there are many other lands you’ve still to visit (some of which are not on the map) and wonderful things to see (that no one has yet imagined), but we are quite sure that if you really want to, you’ll find a way to reach them yourself.
* Milo thinks of everyone he met
* Milo realizes that the books he once thought were boring, realizes they can take him anywhere in the world